			1100:	2004/07/20 12 12
32	2510	simulat\$3 near3 (translat\$3 or rotat\$3)	USPAT; US-PGPUB	2004/07/20 10:10
33	74	(concurrent\$2 or simultaneous\$2 or parallel) with(simulat\$3 near3 (translat\$3 or rotat\$3))	USPAT; US-PGPUB	2004/07/20 10:12
34	264	(game\$1 with simulat\$3) and (simulat\$3 near3 (translat\$3 or rotat\$3))	USPAT; US-PGPUB	2004/07/20 10:13
35	, 12	((concurrent\$2 or simultaneous\$2 or parallel) near3 process\$3) and ((game\$1 with simulat\$3) and (simulat\$3) and (simulat\$3 near3 (translat\$3 or rotat\$3)))	USPAT; US-PGPUB	2004/07/20 10:16
36	3769	game near3 simulat\$3	USPAT; US-PGPUB	2004/07/20 10:16
37	65627	(video or graphic\$3) near3 (process\$3 or calculat\$3)	USPAT; US-PGPUB	2004/07/20 10:18
38	36	(game near3 simulat\$3) with ((video or graphic\$3) near3 (process\$3 or calculat\$3))	USPAT; US-PGPUB	2004/07/20 10:18
39	7	5995111.uref.	USPAT; US-PGPUB	2004/07/20 10:18
40	117	game with coprocessor	USPAT; US-PGPUB	2004/07/20 10:18
41	147	coprocessor adj bus	USPAT; US-PGPUB	2004/07/20 10:19
42	1137	vector adj processor	USPAT; US-PGPUB	2004/07/20 10:19
43	12	(coprocessor adj bus) and (vector adj processor)	USPAT; US-PGPUB	2004/07/20 10:19
44	4837	cpu adj bus	USPAT; US-PGPUB	2004/07/20 10:20
45	22	(coprocessor adj bus) and (cpu adj bus)	USPAT; US-PGPUB	2004/07/20 10:20
46	1191	rendering adj engine	USPAT; US-PGPUB	2004/07/20 10:20
47	4902	("16" or sixteen) adj pixel\$1	USPAT; US-PGPUB	2004/07/20 10:21
48	30	(rendering adj engine) and (("16" or sixteen) adj pixel\$1)	USPAT; US-PGPUB	2004/07/20 10:22
49	55	fill\$3 adj frame adj buffer	USPAT; US-PGPUB	2004/07/20 10:25
50	0	(per adj cycle) with (fill\$3 adj frame adj buffer)	USPAT; US-PGPUB	2004/07/20 10:37
51	5	rate with (fill\$3 adj frame adj buffer)	USPAT; US-PGPUB	2004/07/20 10:37
52	6	(per adj cycle) with (frame adj buffer)	USPAT; US-PGPUB	2004/07/20 10:38
53	32	(("16" or sixteen) adj pixel\$1) near3 (rectangle or polygon)	USPAT; US-PGPUB	2004/07/20 10:38
54	672	(simulat\$3 near3 (translat\$3 or rotat\$3)) and cycle	USPAT; US-PGPUB	2004/07/20 10:39
55	18	((("16" or sixteen) adj pixel\$1) near3 (rectangle or polygon)) and cycle	USPAT; US-PGPUB	2004/07/20 10:39
56	21	pixel\$1 near3 (rectangle or polygon) with cycle\$1	USPAT; US-PGPUB	2004/07/20 10:40
57	232	345/505.ccls.	USPAT; US-PGPUB	2004/07/20 10:41
58	201948	vector\$1	USPAT; US-PGPUB	2004/07/20 10:41
59	103	345/505.ccls. and vector\$1	USPAT; US-PGPUB	2004/07/20 10:41

1	L Number	Hits	Search Text	DB	Time stamp
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3	2	79	712/2.ccls.	1	2004/07/20 09:47
33 87 345/535.cds. USPAT; USP-GFUB U	-		,		,
1	3	87	345/535.ccls.		2004/07/20 09:48
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6 0 345/535.ccls. and 345/533.ccls. USPAT; USPAT; USPCPUB USPAT; USP		.,	5 15/ 555100151		200 1/07/20 05:50
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8 3260 vector adj process\$3 USPAT; US-PGPUB USPAT; U	'	13000	Torrest and columna		2001/07/2003:51
9 984 (row\$1 and column\$1) and (vector adj process\$3) US-PGPUB US-PAT; US-	8	3260	vector adi process\$3		2004/07/20 09:51
9 984 (row\$1 and column\$1) and (vector adj process\$3) USPAT; US-PGPUB USPAT; US-PGPUB USPAT; US-PGPUB USPAT; US-PGPUB USPAT; US-PGPUB US-P		3200	rector day processips		2001/07/2003:31
20140 arbitrat\$3 USPAT;	0	984	(row\$1 and column\$1) and (vector adj process\$3)		2004/07/20 00:51
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11 1 ((row\$1 and column\$1) and (vector adj process\$3)) and 345/541.cds. USPAT; US-PGPUB US	10	20170			2007/07/20 05.32
345/541.cds.	111	1	((row\$1 and column\$1) and (vector adi process\$3)) and		2004/07/20 00:52
157	**	*			2007/07/20 05.32
13	12	157			2004/07/20 00:52
13	12	15/			2007/07/20 09.32
14 287 (plural\$3 or multiple) near3 vector near3 processor\$1 US-PGPUB USPAT; USP-GPUB USPAT; USP-GPUB USPAT; US-PGPUB USPAT;	13	144			2004/07/20 00:53
14 287 (plural\$3 or multiple) near3 vector near3 processor\$1 USPAT; US-PGPUB 2004/07/20 09:55 15 43 arbitrat\$3 and ((plural\$3 or multiple) near3 vector near3 processor\$1) USPAT; US-PGPUB 2004/07/20 09:55 16 195 parallel near3 (vector adj processor\$1) USPAT; US-PGPUB 2004/07/20 09:56 17 23 arbitrat\$3 and (parallel near3 (vector adj processor\$1) USPAT; US-PGPUB 2004/07/20 09:56 18 354 game adj processor USPAT; US-PGPUB 2004/07/20 09:56 19 0 (vector adj processor\$3) and (game adj processor) USPAT; US-PGPUB 2004/07/20 09:57 20 157 (matrix or array) and (game adj processor) USPAT; US-PGPUB 2004/07/20 09:58 21 8130 game adj (system or apparatus) USPAT; US-PGPUB 2004/07/20 09:58 22 81 ((matrix or array) and (game adj processor)) and (game adj (system or apparatus)) USPAT; US-PGPUB 2004/07/20 09:58 23 15 (vector adj process\$3) and (arbitrat\$3 and (game adj (system or apparatus)) USPAT; US-PGPUB 2004/07/20 10:03 25 1448984 translat\$3 or rotat\$3	15	*''			2007/07/20 09.33
15	14	287		1	2004/07/20 00:55
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16 195 parallel near3 (vector adj processor\$1) USPAT; US-PGPUB	13	13			200-707720 03.33
17	16	195			2004/07/20 09:56
17 23 arbitrat\$3 and (parallel near3 (vector adj processor\$1)) USPAT; US-PGPUB USP		133	paramer ricars (vector da) processorary		200 1/0//20 05.50
18	17	23	arbitrat\$3 and (parallel pear3 (vector adi processor\$1))	ž	2004/07/20 09:56
18 354 game adj processor USPAT; US-PGPUB US			arbitrates and (parametricals (vector da) processor(1))		200 1/0//20 03:50
19 0 (vector adj processor\$3) and (game adj processor) US-PGPUB USPAT; US-PGPUB US	18	354	game adi processor		2004/07/20 09:56
19 0 (vector adj processor\$3) and (game adj processor) USPAT; US-PGPUB USPAT; US-P			Jame and Processor		200 1/07/20 03:50
20	19	0	(vector adi processor\$3) and (game adi processor)	1	2004/07/20 09:57
20 157 (matrix or array) and (game adj processor) USPAT; US-PGPUB US-P		_	(-55 1,57,25 55157
Same adj (system or apparatus)	20	157	(matrix or array) and (game adi processor)		2004/07/20 09:58
21 8130 game adj (system or apparatus) USPAT; US-PGPUB US-PGPU			(3		,
22 81 ((matrix or array) and (game adj processor)) and (game adj (system or apparatus)) (vector adj process\$3) and (arbitrat\$3 and (game adj (system or apparatus))) (vector adj process\$3) and (arbitrat\$3 and (game adj (system or apparatus))) game\$1 with simulat\$3 USPAT; US-PGPUB USPAT;	21	8130	game adi (system or apparatus)		2004/07/20 09:58
22 81 ((matrix or array) and (game adj processor)) and (game adj (system or apparatus)) USPAT; US-PGPUB 2004/07/20 09:58 23 15 (vector adj process\$3) and (arbitrat\$3 and (game adj (system or apparatus))) USPAT; US-PGPUB 2004/07/20 10:03 24 6296 game\$1 with simulat\$3 USPAT; US-PGPUB 2004/07/20 10:03 25 1448984 translat\$3 or rotat\$3 USPAT; US-PGPUB 2004/07/20 10:04 26 3160 (game\$1 with simulat\$3) and (translat\$3 or rotat\$3) USPAT; US-PGPUB 2004/07/20 10:04 27 99274 (concurrent\$2 or simultaneous\$2 or parallel) near3 process\$3 USPAT; US-PGPUB 2004/07/20 10:06 28 263 ((game\$1 with simulat\$3) and (translat\$3 or rotat\$3)) and ((concurrent\$2 or simultaneous\$2 or parallel) near3 process\$3) USPAT; US-PGPUB 2004/07/20 10:08 29 0 (real adj time) near3 simulat\$3 near3 (geometr\$5 or polygon\$2) US-PGPUB USPAT; US-PGPUB 30 8 (real adj time) near3 simulat\$3 near3 (geometr\$5 or polygon\$2) US-PGPUB US-PGPUB 31 1 (real adj time) near3 simulat\$3 near3 (translat\$3 or rotat\$3) USPAT; US-PGPUB 2004/07/20 10:08			James and (chosens or appearance)		,
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25	24	6296			2004/07/20 10:03
25 1448984 translat\$3 or rotat\$3 USPAT; US-PGPUB US-PGPUB USPAT; US-PGPUB USPAT; US-PGPUB USPAT; US-PGPUB USPAT; USPAT; US-PGPUB USPAT; 2004/07/20 10:08					, ,
26 3160 (game\$1 with simulat\$3) and (translat\$3 or rotat\$3) US-PGPUB USPAT; US-PGPUB	25	1448984	translat\$3 or rotat\$3		2004/07/20 10:04
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27 99274 (concurrent\$2 or simultaneous\$2 or parallel) near3 process\$3 USPAT; US-PGPUB 2004/07/20 10:06 28 263 ((game\$1 with simulat\$3) and (translat\$3 or rotat\$3)) and ((concurrent\$2 or simultaneous\$2 or parallel) near3 process\$3) USPAT; US-PGPUB 2004/07/20 10:06 29 0 (real adj time) near3 simulat\$3 near3 (geometr\$5 or polygon\$2) USPAT; US-PGPUB 2004/07/20 10:08 30 8 (real adj time) near3 simulat\$3 near3 (geometr\$5 or polygon\$2) USPAT; US-PGPUB 2004/07/20 10:08 31 1 (real adj time) near3 simulat\$3 near3 (translat\$3 or rotat\$3) USPAT; 2004/07/20 10:09				US-PGPUB	
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